**Aim: Socket programming for Transport Layer packets(TCP Client)**

**tcp\_echo\_client.c**

#include <stdio.h>

#include <string.h>

#include <stdlib.h>

#include <unistd.h>

#include <netinet/in.h>

#define PORT 10000+prn (for example if prn is 55 then 10000+55=10055 port)

#define BUF\_SIZE 1024

int main() {

int sock;

struct sockaddr\_in server;

char buffer[BUF\_SIZE];

// Create socket

sock = socket(AF\_INET, SOCK\_STREAM, 0);

server.sin\_family = AF\_INET;

server.sin\_port = htons(PORT);

server.sin\_addr.s\_addr = INADDR\_ANY;

connect(sock, (struct sockaddr \*)&server, sizeof(server));

while (1) {

printf("Enter message: ");

fgets(buffer, BUF\_SIZE, stdin);

send(sock, buffer, strlen(buffer), 0);

memset(buffer, 0, BUF\_SIZE);

read(sock, buffer, BUF\_SIZE);

printf("Echo from server: %s", buffer);

}

close(sock);

return 0;

}

**How to Compile & Run:**

**Compile TCP:**

gcc tcp\_echo\_client.c -o tcp\_client

./tcp\_client # in another